

**VISIT BEAUTIFUL SEATTLE.
AN INTERESTING PLACE TO LIVE.**

>>>>>A modern frontier town, sandwiched between the Elven nation of Tir Tairngire and the Native American Nations, Seattle is a place where cultures mix—often with explosive results.

A CITY OF OPPORTUNITY.

>>>>>Megacorps with private armies trade in technology and information. Crime bosses rule the underworld of illegal trade, violence, and extortion. There is always plenty of work for people who are willing to get their hands dirty, because the turnover is...brisk.<<<<<

FUN, FRIENDLY PEOPLE.

>>>>>Seattle is home to over 300,000 squatters who are willing to kill their mother for a pair of shoes. Fortunately, most never knew their mothers.<<<<<

SIGHTSEE ALONG OUR BREATHTAKING WATERFRONT.

>>>>>Just don't stay out after dark. If the Elven street gangs don't get you, the city cops will, and maybe just for target practice.<<<<<

The **SEATTLE SOURCEBOOK** is a gamemasters reference for **SHADOWRUN**. It furnishes all the information you might need to run a campaign in Seattle. Hundreds of locations are described in detail—from big to small and from opulent to seedy. The movers and the shakers of Seattle are fully profiled, be they political, corporate, or underworld. A color section details gang colors, corporate security uniforms, and tribal garb. The book is loaded with maps and will be a great addition to any **SHADOWRUN** campaign.



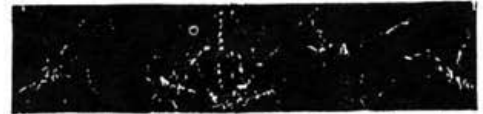
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SEATTLE

SOURCEBOOK

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CORPORATION

TABLE OF CONTENTS

INTRODUCTION	5	Seattle Center	37
WELCOME TO SEATTLE	7	Other Locations	42
FACTS AT YOUR FINGERTIPS	8	Seattle-Tacoma International Airport	42
When To Go	8	Government Buildings	42
Travelling To Seattle	8	Businesses	43
What Will It Cost?	9	Medical	45
Getting Around	9	Miscellaneous	46
Business Categories	10	RENRAKU ARCOLOGY	47
Major Businesses And Chains	11	Arcology At A Glance	47
Tourist Information	11	Security	48
Sallsh-Shldhe Council Lands	11	Floor Directory	49
Legal Assistance	12	TECHNOLOGY COMPLEX	56
Medical Assistance	12	Syramld At A Glance	56
Chlps And Alcohol	12	Floor Directory	57
Entertainment	12	COUNCIL ISLAND	59
HISTORY	14	Council Island At A Glance	59
Treaty Of Denver	14	Geography	60
Exodus Of 2019	15	Polittcs	60
Birth Of The Metroplex	16	Places Of Interest	60
The Awakened City	16	Hotels	60
Night Of Rage	17	Restaurants & Bars	61
From The Ashes	18	Sallsh-Shldhe Lodges	61
Conclusion	18	Other Locations	62
DOWNTOWN/SEATTLE	19	Medical	62
Downtown At A Glance	19	BELLEVUE	63
Geography And Demographics	20	Bellevue At A Glance	63
Polittcs	21	Geography And Demographics	63
Economy	22	Polittcs	65
Neighborhoods	22	Economy	65
Ballard	22	Neighborhoods	65
Capitol Hill	23	Places Of Interest	66
Elven District	23	Hotels	66
International District	23	Restaurants & Bars	66
Ork Underground	23	Tourist Attractions	67
Queen Anne Hill, Interbay, And Magnolla Bluff	24	Other Locations	68
University District	25	Government Buildings	68
Other Neighborhoods	25	Businesses	71
Places Of Interest	26	Medical	72
Hotels	26	Miscellaneous	72
Restaurants & Bars	28	TACOMA	73
Nightclubs	36	Tacoma At A Glance	73

Geography And Demographics	74	Medical	111
Politics	74	Miscellaneous	111
Economy	75	SNOHOMISH	112
Neighborhoods	75	Snohomish At A Glance	112
Places Of Interest	76	Geography And Demographics	112
Hotels	76	Politics	113
Restaurants & Bars	77	Economy	113
Tourist Attractions	78	Neighborhoods	113
Other Locations	79	Places Of Interest	114
Government Buildings	79	Hotels	114
Businesses	79	Restaurants & Bars	114
Medical	80	Tourist Attractions	115
Miscellaneous	80	Other Locations	116
EVERETT	82	Government Buildings	116
Everett At A Glance	82	Businesses	116
Geography And Demographics	83	Medical	118
Politics	83	Miscellaneous	118
Economy	83	FORT LEWIS	119
Neighborhoods	83	Fort Lewis At A Glance	119
Places Of Interest	84	Geography And Demographics	119
Hotels	84	Politics	120
Restaurants & Bars	84	Economy	120
Tourist Attractions	85	Neighborhoods	120
Other Locations	86	Places Of Interest	121
Government Buildings	86	Hotels	121
Businesses	89	Restaurants & Bars	121
Medical	91	Tourist Attractions	122
Miscellaneous	91	Other Locations	125
RENTON	92	Government Buildings	125
Renton At A Glance	92	Medical	125
Geography And Demographics	92	Miscellaneous	126
Politics	94	REDMOND	127
Economy	95	Redmond At A Glance	127
Neighborhoods	95	Geography And Demographics	128
Places Of Interest	96	Politics	128
Hotels	96	Neighborhoods	130
Restaurants & Bars	96	Redmond	130
Tourist Attractions	97	Rats' Nest	130
Other Locations	98	The Plastic Jungles	130
Government Buildings	98	Glow City	130
Businesses	98	Bargain Basement	130
Medical	100	Places Of Interest	130
Miscellaneous	100	Hotels	130
AUBURN	102	Restaurants & Bars	131
Auburn At A Glance	102	Tourist Attractions	132
Geography And Demographics	103	Other Locations	132
Politics	103	Government Buildings	132
Economy	103	Businesses	133
Neighborhoods	104	Medical	134
Places Of Interest	104	Miscellaneous	134
Hotels	104	PUYALLUP	136
Restaurants & Bars	107	Puyallup At A Glance	136
Tourist Attractions	108	Geography And Demographics	137
Other Locations	109	Politics	137
Government Buildings	109		
Businesses	109		

Economy	138
Neighborhoods	138
Carbanado	138
Hell's Kitchen	138
Loveland	138
Puyallup	139
Tarlslar	139
Places Of Interest	140
Hotels	140
Restaurants & Bars	140
Tourist Attractions	141
Other Locations	142
Government Buildings	142
Businesses	142
Medical	142
Miscellaneous	143
GOVERNMENT	144
Political Organization	144
Pollclubs	145
Relations With UCAS	146
Relations With Sallsh-Shidhe Council	146
Relations With Other Nations	147
United Corporation Council	147
United Corporation Council Central Planning Committe	148
ECONOMY	149
The Big Picture	149
Major Seattle Corporations	149
Ares Macrotechnology Inc.	149
Atlantean Foundation	150
Aztechnology	150
Federated Boelng	150
Fuchi Industrial Electronics	151
Gaeatronics	151
Lone Star Security Services	151
Mitsuhamma Computer Technologies	152
Renraku Computer Systems	152
Shlawase Corporation	152
CRIME	153
Organized Crime	153
Yakuza	153
Mafia	154
Seoulpa Rings	154
Gangs	155
Go-Gangs	155
Street Gangs	155
MAPS	163

SEATTLE SOURCEBOOK

Writing

Boy F. Petersen, Jr.

Development

Tom Dowd

Editorial Staff

Senior Editor

Donna Ippolito

Assistant Editor

Kent Stolt

Editorial Assistant

Gerl Rebstock

Production Staff

Art Director

Dana Knutson

Production Manager

Sam Lewis

Graphic Direction

Jordan K. Weisman

Cover

Dana Knutson

Color Illustration

Jeff Laubenstein

Joel Biske

Illustration

Joel Biske

Jim Nelson

Jeff Laubenstein

Tara Gallagher

Tammy Daniel

Layout

Tara Gallagher

INTRODUCTION

The **Seattle Sourcebook** is a supplement for the **Shadowrun** game system. It presents a guide to the major locations and neighborhoods of the vast Seattle metroplex in the year 2050. Also included are chapters on the history of the plex, as well as information on its economy, politics, and crime situation.

Some entries also include "shadow information" by local deckers and other parties who have accessed the lightly defended files of this guidebook. The gamemaster may decide whether or not to treat these comments, observations, and information as valid. It is for the gamemaster to decide (and his players to find out) whether the various incidents mentioned by the likes of Nuyen Nick or the Renraku Fox ever occurred.

